Issues and Arcs

Vs. System® 2PCG® has been reformatted from its small and big box expansions into a monthly release. From now on every three months of Vs. System® 2PCG® content will have a specific theme and be called an “Arc.” There will be one new set almost every month. Most of these will be 55-card “Issues,” and sometimes there will be a 200-card “Giant-Sized Issue” which is great for new players.

Our first Arc featured Deadpool, the Brotherhood of Mutants and the New Mutants. This Arc is a celebration of the Marvel Cinematic Universe (MCU) and all card images will feature moments from the Marvel films. This Arc started with a Giant-Sized Issue that added two new teams to the game: The Good MCU Heroes and the Evil MCU Villains. Last Issue focused on the MCU Heroes and this one focuses on the MCU Villains.

A New Universe

In the Vs. System® 2PCG® the MCU is treated as a separate universe from the existing game. As such when you build a deck you can’t mix together cards from the MCU sets with other cards, including your main character. (It’s easy to tell the difference since the MCU cards have images from the movies and the other cards feature drawn or painted artwork. You can still play MCU decks against non-MCU decks of course.)

Dormammu

Dormammu’s You Will Spend Eternity Dying power allows you to wound a Main Character as many times as you’d like. For example, you could wound them twice. Or six times. Or three hundred times. Just don’t make any bargains with them.

Ego

Ego’s Soon We Will Be All There Is power allows you to turn a face-down location in your resource row face up to become a supporting character. Once this happens it will stop being a location.

Kaecilius

Kaecilius’s Fold Space and Matter power adds a new rule to Vs. System® 2PCG®: an exhausted resource doesn’t produce recruit points. You can still use an exhausted location to pay for a super power.
Checklist

Main Characters
• Dormammu (Levels 1-2)
• Ego (Levels 1-2)
• Hela (Levels 1-2)
• Thanos (Levels 1-2)
• Yellowjacket (Levels 1-2)

Supporting Characters
• 4 Yellowjacket
• 4 Grandmaster
• 4 Skurge
• 4 Mordo
• 4 Ulysses Klaue
• 4 Kaecilius
• 4 Hela
• 4 Dormammu
• 4 Ego
• 4 Thanos
• 1 Mantis

Plot Twists
• 4 I Thought You Would Be Glad to See Me

Credits

Game Design: Ben Cichoski and Danny Mandel (Super Awesome Games)
Brand Manager: Travis Rhea
Director of Game Development: Bubby Johanson
Assoc. Product Manager: Mark Shaunessy
Gaming Coordinator: Rob Ford
Project Managers: Louise Bateman, Tonya Lashley
Graphic Design: Krista Timberlake

Rules Management:
Chad Daniel (lead),
Garry Hewitt
Additional Development:
Chad Daniel, Rob Ford, Garry Hewitt
Director of Creative Services:
Mike Eggleston
V.P. of Operations:
Suzanne Lombardi
President,
Upper Deck Company:
Jason Masherah

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